

## ***Index***

AE-08-0190

## Index

Control button and  
jack entries as well  
as abbreviations  
such as SMPTE,  
MIDI and FM are in  
UPPER CASE.

## A

### ADD

IND LOOP, 6.4

NOTE, 6.5

RTE, 6.6

All Proj, 2.5

Anchor box, 2.8

Audio recording, description,

1.2

Audit, 4.7

Auditioning, cues in a  
sequence,

4.7, 4.20

## B

Backtiming, 6.13

BLOCK, 3.5

Blocking, 3.4-5

BOUNCE, 6.7, 6.16-17

## C

CHAIN, 3.14, 4.10-11

Chaining

cues, 4.10-13

events, 6.14

CLEAR EDITS, 2.6-7, 3.4, 3.14

CLIP, 3.2

CONT, 7.10-11

COPY, 3.14, 6.8

Crossfade

cues, 3.24-27

entering fade lengths, 3.26

limitations, 4.3

listening to, 3.27

CUE, 2.9, 3.2

## Cue

auditioning in a sequence, 4.7

blocking, 3.4-5

chaining, 4.10-13

crossfade, 3.24-27

directory, 2.2-3

displaying, 2.6-13

dragging, 4.16-17

edit point, 3.9-10

editing, 1.4-5, 3.6-23, 4.23

end, 3.7

moving, 3.8

name, 2.2-3, 3.28

placing in a sequence, 4.2-23

placing in real time, 4.14-15

placing from optical disk,  
4.20-21

playback, 2.14-19

playback from terminal,  
2.18-19

protecting, 3.31

recalling, 2.2-5

renaming, 3.30

replacing, 4.9, 4.18-19, 4.22

saving, 3.29, 4.22-23

selection, 2.4

start, 3.6

synchronization, 4.4-6, 4.8

volume envelope, 3.24-25

Cue Directory (CUE DIR),

syncing cues, 4.8

Cue Editor (CUE EDIT), 2.4-13,  
2.15-17

Cue Trim panel, 2.16-17

Cuelist, bouncing, 6.16-17

Curr Proj, 2.5

CUT, 3.14

## D

### DELETE

CUE, 3.14

EVENTS, 6.9

DELETE, 3.14, 7.8

Direct-to-Disk documentation,  
1.2-3

Displace, 3.17-19

DISPLACED AUDIO, 3.18

Display, 2.2-3

Documentation, Direct-to-Disk,  
1.2-3

DRAG, 4.9, 4.12-13, 4.16-19

Dur (Out), 2.15, 2.17

## E

Edit flag, 3.3

Edit play button, 3.13

Edit point

choosing, 3.9

placing, 3.10

removing, 3.12

Edit segment

move, 3.11

playback, 3.13

slide, 3.17-23

Edit time, 3.10

Editing

commands, 3.14-15

cue start and end points, 3.10

cues, 1.4-5, 3.6-23

ripple, 6.12

sequences, 1.4-5

END TIME, 5.8

ERASE, 6.10

## Event

chaining, 6.14

copying, 6.8

deleting, 6.9

moving, 6.11

re chaining, 6.14

selecting, 5.11

Event List Editor

displaying a sequence 5.2-11

editing a sequence, 6.2

EXCHANGE, 3.14

EXTRACT, 3.14

## F

F5-8, 2.18

F9-12, 2.18

FILL, 3.14

Fill, 3.17, 3.20-21

Format, 2.2-3

FORWD or >>, 7.10-11

Function, 2.2-3

## G H

Headings, 5.6

HOLD, 2.9

## I

IN, 2.15, 2.17

## J K L

L (lock), 6.13

LEADER, 3.3

**Index (con't)**

Leader, pasting, 3.16  
Len (Out), 3.10, 3.13  
LOCATOR, 7.12-13  
Locking to a time, 2.18  
Loop, 6.4

**M**

Magnifying glass, 2.10-11  
MIDI LOCATE, 7.14  
Motion control buttons, 2.16-17,  
7.10-11  
MOVE, 6.11  
Moving an edit segment, 3.11

**N**

NAME, 7.2-3  
NAME LEN, 5.4  
NO. OF ROWS, 5.4  
NO. OF TRACKS, 5.4  
Note, 6.5

**O**

Offset, 4.4-5  
OFFSET TIME, 5.8  
Optical disk, placing cues,  
4.20-21  
Optical Transfer panel, 4.20-21  
OUT, 2.15, 2.17  
Output, 6.15

**P**

P (protect), 3.31, 7.4  
PASTE, 3.14  
PLAY FROM, 7.15  
Poly/Mono, 2.2-3  
Post, 4.4-5  
Pre, 4.4-5  
PREVIEW SLIDE, 3.22-23  
PROJ, 2.6-7

**Q R**

RECALL, 2.5, 7.9  
Rechaining, 6.14  
Recording, Direct-to-Disk (see  
Audio recording)  
REEL, 3.2  
RENAME, 3.30, 7.3  
Replacing cues, 4.22  
REW or <<, 7.10-11  
RIPPLE EDIT, 6.12  
RTE, 6.6

**S**

SAVE, 3.29  
Saving cues, 4.22-23  
Scan and scrub bars, 2.8  
Scissors, 3.9-10  
SCROLL, 5.7  
SELECT TIME FORMAT, 5.5  
Sequence  
deleting, 7.8  
displaying, 5.2-11  
editing, 1.4-5  
naming, 7.2-3  
placing cues, 4.2-23

Sequence (*con't*)  
  protecting, 7.4  
  recalling, 7.9  
  storing, 7.2, 7.5-7  
  what is saved, 7.6-7  
SET DISPLAY CONTENTS,  
  5.4, 5.8  
SET EDIT FEATURES, 5.6-8  
SHOW CUES, 2.6-7  
SHOW EDIT, 3.3  
SHOW EVENT OFFSET, 5.8  
SHOW HEADINGS, 5.6  
SHOW WAVE, 2.12-13  
Shuttle bar  
  description, 2.6-7  
  magnifying, 2.10  
  sliding, 2.11  
  zooming, 2.9  
Signal display, 2.12-13  
SLIDE, 3.14, 3.17-23  
Soloing tracks, 5.10  
Sort by, 2.2-3  
START, 7.10-11  
STOP, 7.10-11  
Synchronization, cue, 4.4-6, 4.8

## T

T (take) , 5.9  
Time format, 5.5  
Tracks  
  bouncing, 6.7  
  erasing, 6.10  
  soloing, 5.10  
TRANSFER TO POLY, 3.14

## U

Undo, 3.12

## V

Volume, 6.15

## W X Y Z

ZOOM, 2.9